SERPENTINE™

COMMODORE 64 CARTRIDGE INSTRUCTIONS

You begin each game with a stable of three tame blue serpents. They can be controlled with a joystick connected to control port 1 or by using keyboard control.

Press F1 to start a game using joystick control. Press F3 to start a game using keyboard control. Press F5 to toggle from one control mode to the other.

When using keyboard control, the following keys move your snake up/down/left/right:

A
; =
Z

To pause during play press RUN/STOP. Press any key to resume play. Press S to view current high scores.

Your objective is to survive long enough to lay eggs and raise your young. Unfortunately, this is a snake-eat-snake world, and in order to survive you will have to avoid or devour the hostile orange serpents that emerge from their chamber in the lower left corner of the maze.

Big serpents swallow little serpents—this is a fact of life. So attack the orange serpents from the rear—you are faster than they are, at least when you are young, and can bite off their tail segments until you are longer than they. Once they are shorter than you, they turn green (with envy) and can be attacked from the front.

Serpent tails are not very nutritious and will not help your blue serpents grow. However if they eat a green serpent from the front or catch a frog, your serpents will grow one segment in length. (The enemy serpents also love to eat frogs.) No serpent will grow longer than seven segments, no matter how much it eats.

All serpents lay eggs. Blue serpents lay lovely white eggs; orange and green serpents lay ugly speckled eggs. Eggs eventually hatch

Over

unless they are eaten first. They are very nutritious – frogs look for them and eat them, as do enemy snakes. Serpents lose one segment when they lay an egg. If your serpent tries to lay an egg when it is only two segments long, it will die in the process, since no self-respecting snake can survive unless it is at least two segments long.

Once all of the enemy snakes are eaten, the white eggs will hatch and return to your stable. A new level will then start with a new maze.

SCORING:

Eating a frog scores 500 points and adds one new segment.

Eating a spotted egg scores 150 points times the level you are on and adds one new segment.

Eating serpents scores 100 points per segment on levels 1 and 2. The score per segment increases by 100 points every other level.

Eating serpents head on scores 200 points per segment on levels 1 and 2 and adds a new segment to your serpent. The score per segment increases by 200 points every other level.

Extra serpents are awarded for reaching 20,000, 50,000 and 100,000 points.

Brøderbund Software™

BRØDERBUND SOFTWARE INC./ENTERTAINMENT SOFTWARE DIVISION
17 Paul Drive, San Rafael, California 94903

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